

Empowerment, curiosity, AI

(Why and how I do exergame design & research)

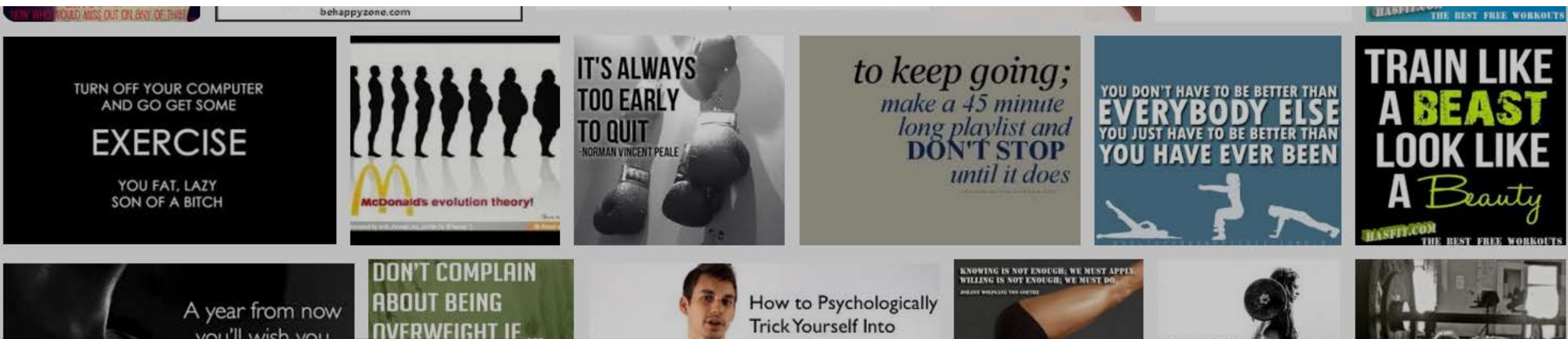
Perttu Hämäläinen

Assistant professor of computer games

Aalto University, Helsinki, Finland



Exercise motivation



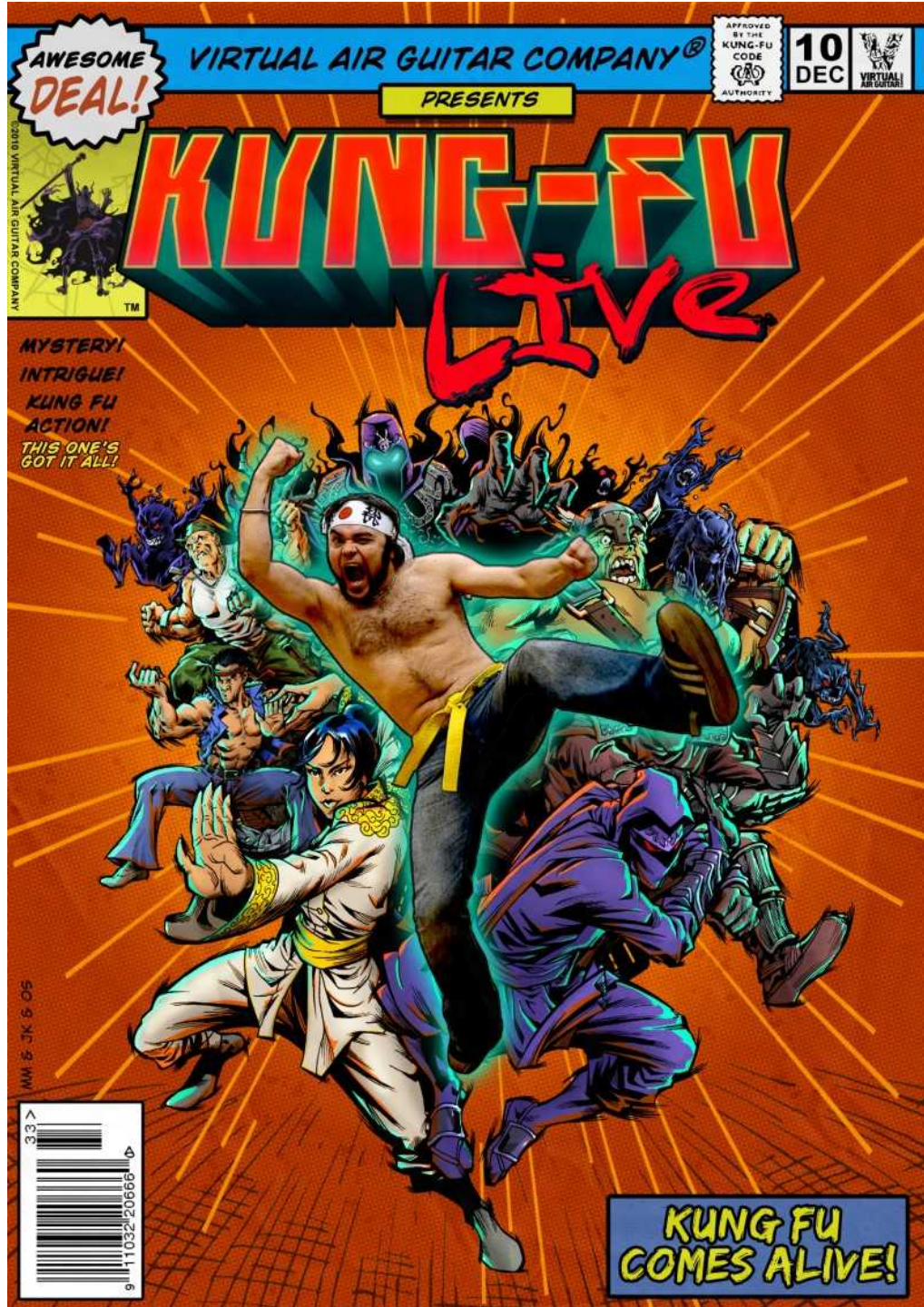


Kick Ass Kung-Fu (Hämäläinen et al., CHI 2005)



Empowerment of movement





Kung-Fu Live (Virtual Air Guitar Company, 2010)



Copyright 2010 Virtual Air Guitar Company

Curious exploration, movement diversity







Augmented Climbing Wall (CHI 2016)



- Overview
- Promotions
- Likes
- Reach
- Page Views
- Actions on Page
- Posts
- Events
- Videos
- People
- Messages

Page Summary

Last 7 days

Export Data

Results from Sep 17, 2016 - Sep 23, 2016

Organic

Paid

Actions on Page

September 16 - September 22

4,554

Total Actions on Page

▲455,300%

Page Views

September 16 - September 22

176,174

Total Page Views

▲1,761,640%

Page Likes

September 16 - September 22

37,528

Page Likes

▲1,876,300%

Reach

September 16 - September 22

65,731,379

People Reached

▲1,095,522,883%

Post Engagements

September 16 - September 22

6,048,526

Post Engagement

▲40,323,407%

Videos

September 16 - September 22

27,209,606

Total Video Views

▲828,956%

Your 5 Most Recent Posts

Reach: Organic / Paid

Post Clicks

Reactions, Comments & Shares

| Published | Post | Type | Targeting | Reach | Engagement | Promote |
|-----------------------|--|-------------|-------------|-------|--------------|-----------------------|
| 09/19/2016 7:00 pm | <div><div></div><div>Amazing! Incredible! Thanks for all the likes and amazing support! Nev</div></div> | <div></div> | <div></div> | 8.7K | 1.6K 435 | <div>Boost Post</div> |
| 09/16/2016 5:46 pm | <div><div></div><div>Friday fun at the office! Climball battle between Leo and Joni. Music: pl</div></div> | <div></div> | <div></div> | 56.6m | 4.2m 1.6m | <div>Boost Post</div> |

Future: Exergames & AI

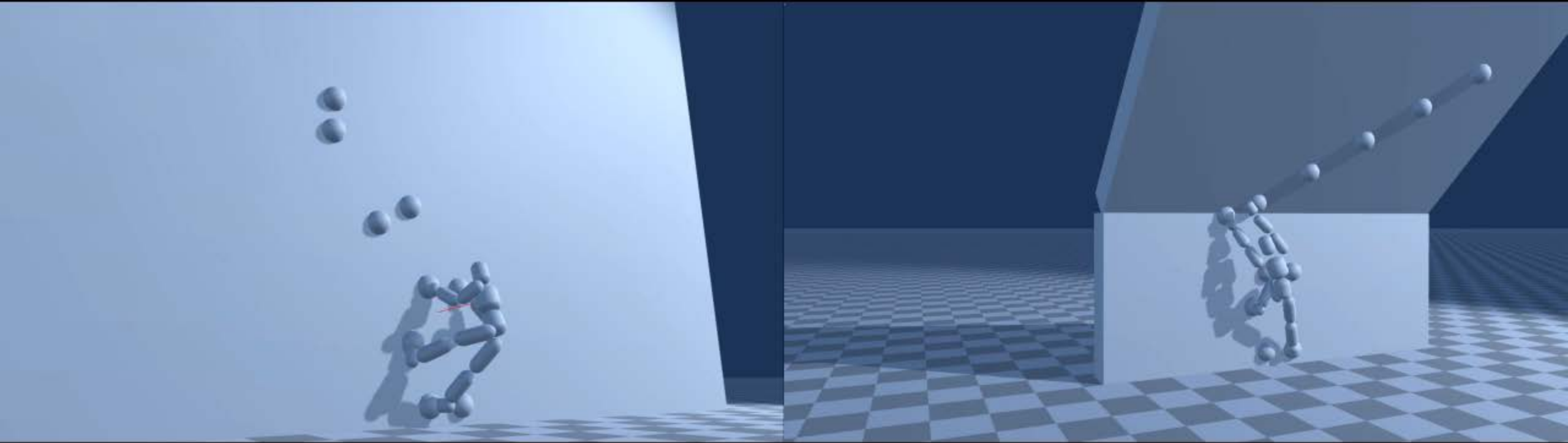


Interactive emergent movement. No training data.

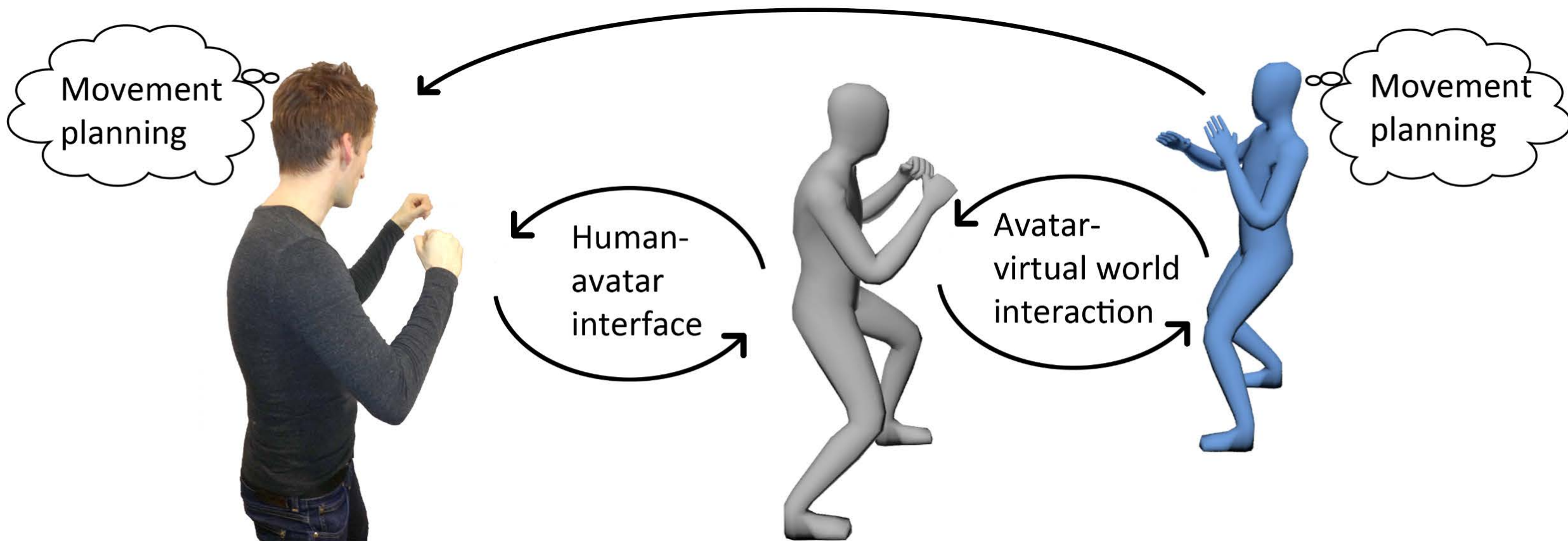


Hämäläinen et al. (SIGGRAPH 2015)

Naderi et al., SIGGRAPH 2017



Towards intelligent exergames?

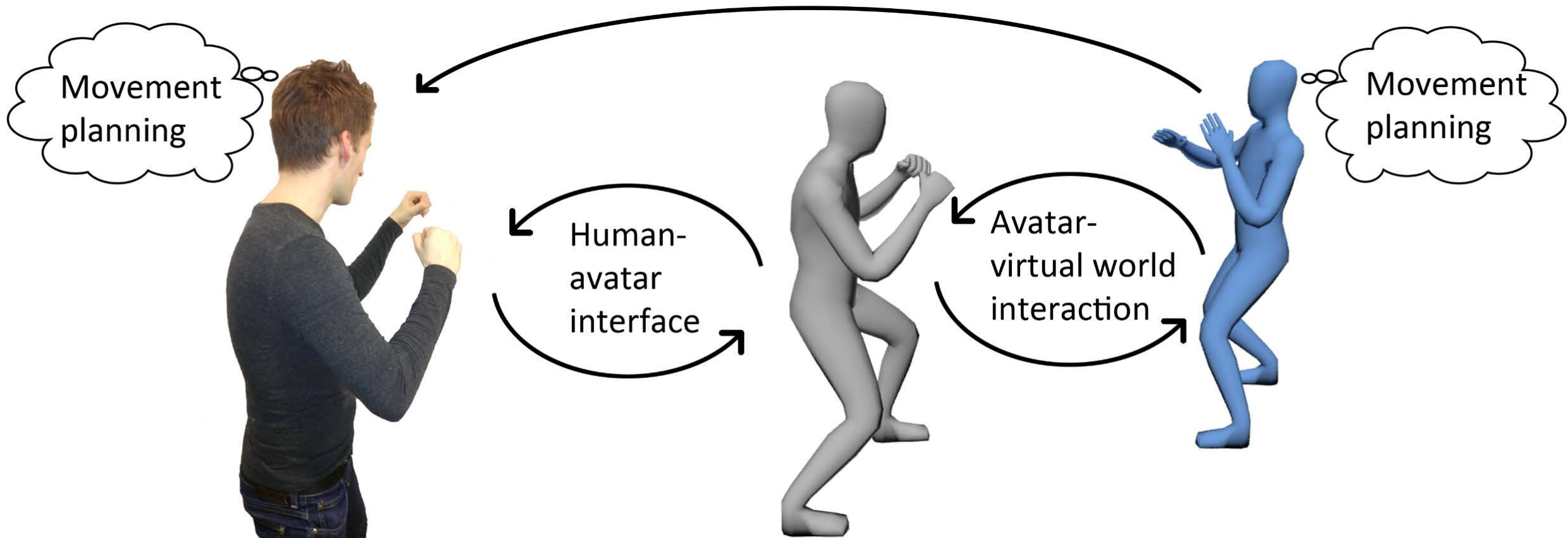




Uses of AI in (exer)games

- Game playing (opponent, partner, tester)
- Game creation (rule & content design, with or without human assistance)
- Game adaptation (understanding and supporting player needs and motivations)
- Embodied biomechanically simulated athletes give us embodied data! (Localized exertion levels, pain...)

Towards intelligent exergames?



(And don't forget empowerment & curiosity)